



FISHERMAN KING

Human • Male • Symbiote

MOV COM RAN ARC MYT WND SAN

4/7 8/8 6/6 4/7 2 18 8

TENTACLE BLADE

COM • Base • Haemorrhage

HARPOON

RAN • 10" • Bleed

TWIN SOULS

1 MYT

At the start of this model's activation you may pay 1 MYT to flip this card.

CEPHALOPOD INK

Enemy models charging the Fisherman King must pass a RAN defence test or suffer Blind and lose their charging bonuses.

SUREFOOTED

Ignores difficult terrain when moving.

TANGLING TENTACLES

Enemy models wishing to disengage from this model suffer -1/-1 COM.

30MM BASE